

EXHIBIT "B"

References To Material Used When Making Applications

- **Cnet Article August, 2000: MP3Board sues AOL, Time Warner over Gnutella**
This article goes into how MP3bard.com, the small MP3 search site being sued by the record industry for allegedly helping to spread pirated songs online, has a new strategy: blame America Online. The company filed an addition to its lawsuit in New York federal court today, asking that a judge declare its searches of the free-ranging Gnutella file-sharing network to be legal. But if those searches of Gnutella aren't legal, then AOL--which employed the programmers who originally created Gnutella--should share some of the liability, MP3Board's lawyer says. No matter what, empowering an end user with technology to illegal obtain, trade and use is illegal.
http://news.com.com/MP3Board+sues+AOL+%2C+Time+Warner+over+Gnutella/2100-1023_3-244748.html
- **Cnet Article Released April, 2000: Can Napster be stopped? No!**
One of the 1st articles covering Napster, it describes how the music industry is about to undergo a change that is, at the very least, 10 times more important than the launch of the compact disc. It describes Napster as a software application that uses the Internet--there is no browser allowing its users to share information among PCs rather than between a big Web server and a PC. The article also mentions why the music industry would be against such a device that promotes piracy and illegal use and circumvention of content.
http://news.com.com/2102-1071_3-281302.html?tag=st.util.print
- **Cnet Article July 20th, 2000: RIAA chief determined to keep copyright controls**
The unassuming CEO of the Washington, D.C.-based Recording Industry Association of America (RIAA), Rosen has stepped into the role of chief antagonist to a new generation of technology companies that want to break down the structure of the traditional music business. Rosen's message to lawmakers, fans and technology companies is simple: The record industry is not against the technology itself. It's not trying to go back to a status quo that existed before the Internet. But that said, the industry will not budge on its control of copyrights. The record labels, as musicians' representatives, have long had legal control of how songs are distributed--and the ability to make money from that distribution. Napster and other innovations in online music distribution have challenged that control from many perspectives; the RIAA has leveled a series of lawsuits against several of the companies. Collectively, the lawsuits will go a long way toward establishing the ground rules for the music industry online. Unlike any other decentralized P2P (like Napster, Scour, Gnutella), my invention creates, as mentioned, a new version of a P2P or Internet based platform using secure centralized servers. Furthermore, the technology and platforms works as such that all copyright holders have total control over their content inventories. The end users do not. This invention is ahead of its time.
http://news.com.com/RIAA+chief+determined+to+keep+copyright+controls/2100-1023_3-243396.html
- **Release 1.0 Inc. White Paper Nov. 2000: Peering into the World of Peer-to-Peer, Part I**
Great white paper describing what P2P actually is and its components. Peer-to-Peer applications rely on intelligent and independent peers at the edge of the network to take the place of central servers. As this whitepapr relates to my patent application, we use centralized servers using a unique, Secured P2P or Internet related enviroment. Nobody is doing what is proposed in the applications we filed. P2P links together three pre-existing categories of services: distributed file sharing (Napster, Gnutella and Freenet), instant

messaging (ICQ, AOL Instant Messenger) and distributed processing (SETI@Home, Distributed.net). P2P draws on well-developed distributed-computing and peer-based communication models. Only today, there is enough bandwidth, processing power and storage cheaply available to make these approaches viable for many real-world tasks. Our secure P2P architecture promises greater flexibility and scalability when using centralized servers like the invention mentioned in my applications.

<http://www.edventure.com/release1/abstracts.cfm?counter=2296554>

- **Release 1.0 Inc. White Paper Nov. 2000: Peering into the World of Peer-to-Peer, Part II**

We look beyond end-user peer-to-peer (P2P) offerings such as Napster to distributed computing, business dynamics and P2P infrastructure. From today's custom-built, incompatible applications, the P2P world will become more defined by the numerous variances of P2P platforms developers make. Which is what my applications will be all about. It's 2000, and nobody has even thought of combining numerous components that would work securely, and legally within a Secure P2P or Interest based setting. The Whitepaper asks "who will develop the standards, formal or de facto, that enable interoperability?" With my applications, we set our own unique standards and have applied for patents. Which niches in the P2P ecosystem will be valuable, and which will turn into commodities? Our's will be commodities because everyone is solely focused on de-centralized versions of P2P. The Whitepaper goes on to say that many smart people are working to change that. I was the first to create a new hybrid P2P using centralized servers and numerous precise components that when they work in conjunction with our "triggers" make this a truly unique application.

<http://www.edventure.com/release1/abstracts.cfm?Counter=6981620>

- **Cnet Article, December 20th, 2000: New technology could help squelch digital music piracy**

A group of technology companies is creating a set of industry standards that could help put digital piracy protections directly into portable disk drives as soon as this summer. The plans are initially likely to affect removable data storage, such as Zip drives or the Flash memory cards used in MP3 players. But the standards could ultimately serve as a way to keep consumers from copying copyrighted files directly onto their hard drives, a daunting prospect for those who download music or videos from the Net through programs such as Napster or Gnutella. Any hardware device that limits what consumers can do with their music or video files will face steep hurdles before being adopted. Previous devices with built-in copy protection have reached the market only to disappear under the weight of consumer indifference. History has already shown that consumers will not desire to see restrictions— my invention will cover all the concerns of the content owners, the users. The only way to take away piracy and illegal circumvention and use is to take away the ACTUAL INCENTIVE to pirate, circumvent and use the content illegally. My invention provides just that.

http://news.com.com/New+technology+could+help+squelch+digital+music+piracy/2100-1023_3-250340.html

- **Epinions.com Article February, 2001: Napster: Illegal, but Where Do We Draw the Line?**

It's going to be shut down, but open-nap servers and Gnutella-style clients will make shutdowns of file trading damn near impossible. Using Gnutella style clients makes it easy to pirate music. It's very hard to separate the facts from the fiction about Napster and file sharing in general, but here are their attempts. Using Napster to download copyrighted songs is legal/moral goes on state is illegal. And the article also mentions how Gnutella type of systems definitely needs to change. That is where the new battle lies: control of digital information, and users rights as a user to reproduce/use that media in any way you choose for personal use without proper payment and other essential

elements content owners seek which I provide for in the patent application. My application are the completely different than Gnutella and 100% unique to anything hybrid spin off of P2P distribution as seen with Napster, Gnutella, MP3 and others.
http://www.epinions.com/content_968466564

- **Cnet Article February 13th, 2001: Laws may clash with realities of technological limits**

The future of Napster may be determined by what is possible to police--and what is not--on a maze of global networks used by more than 50 million people. In condemning the online music-trading company for failing to prevent copyright violations, a three-judge panel from the 9th U.S. Circuit Court of Appeals in San Francisco said Monday that Napster must police its own networks "within the limits of the system." Being an illegal network which encourages the circumvention and use of unauthorized files, they should be accountable for the losses copyright holders have. All along, Napster's attorneys have argued that it is impossible to monitor the service's networks on a scale wide enough to satisfy the plaintiffs, the recording industry's major labels. Even the appeals court appeared to give the company and similar services some room to maneuver in this task, saying: "Here, we recognize that this is not an exact science." In my invention, the scale is limitless, and the content owners have 24/7 access to their content and our secure centralized P2P or Internet based network/platform. Nobody can provide this. Its interesting to see Napster lawyers even admit that de-centralized P2P models are impossible to track activity of users, content, and royalty distribution. My applications cover all these aspects and even throws in an entirely brand advertising medium that when plugged into the centralized environment, makes for the all around, accepted, legal and most of unique P2P or internet based network or distribution platform.

http://news.com.com/Policing+Napster/2009-1023_3-252526.html

- **Cnet Article February 28th, 2001: Can a peer-to-peer phone network fly?**

Article describes how a high-profile Internet phone group plans to use a little bit of Napster technology to harness PC networks to make free phone calls. (OKane's note: they do not have intellectual property formed at this time) The Free World Dialup project, for now being run under the auspices of consulting and trade show company Pulver.com, aims to create a peer-to-peer network that allows people to borrow each other's phone lines over the Net, making any call a local call. While serious technical and real-world adoption hurdles remain ahead, the project does mark a new step forward for the peer-to-peer networking model. Where most consumer applications previously have focused on sharing or swapping digitized content such as music or videos, Free World Dialup instead shares communications networks. My patent application not only describes a unique Internet or P2P based centralized server environments, but the actual processes needed in order for users to obtain content legally through a wireless device and not their actual computer. We also explain the various types of wireless devices from cell phones to yet to emerge wireless tv's.

http://news.com.com/Can+a+peer-to-peer+phone+network+fly/2100-1033_3-253297.html

- **Cnet Article, March 01st, 2001: Commentary: P2P needs compelling applications**

The article goes into how the Internet application revolution has resulted in a migration of applications and data onto servers, dampening the growth of client-side performance requirements. For individual consumers, P2P promises more control over their systems and a return to more "personal" computing. For businesses, however, P2P has yet to

demonstrate a compelling value proposition. P2P has at least three major drawbacks that will limit its adoption. First, it is costly. Second, it raises significant security and management issues. Third, and most important, it does not seem to have any compelling business applications. Many things can go wrong in a P2P scheme in a business setting. For instance, someone could turn his or her computer off in the middle of a process when others are attempting to access information. Our invention is a breed all by itself. A cross between P2P and Internet based networks, with the main difference between the two starting with our networks are connected into centralized servers unlike all of the Napster clones. (Gnutella, Scour, Aimster, etc.)

http://news.com.com/Commentary+P2P+needs+compelling+applications/2009-1001_3-253416.html

- **Cnet Article April, 2001: Napster clone pushes new, ad-based service**

A music site that has captured many estranged Napster users has halted its service and is offering music-swappers a new, advertising-based client. On Sunday evening, all trading through MusicCity.com's servers was halted; members were sent a pop-up message telling them to download the new client, dubbed Morpheous. The legal suit that has forced Napster to try to keep its members from sharing copyright-protected files has seen a migration of people to other services based on its technology. These services, running technology cloned from Napster's servers, known as OpenNap servers, have blossomed in recent months. One of the most popular belonged to Music City and typically offered in excess of 20TB (terabytes) of data. At their peak in popularity, Napster's servers offered around 12TB. Music City appears to have attracted a significant number of ex-Napster members to this new client, claiming to already have snagged more than 27,000 people on its first day. The new client is similar to Napster and other services such as Gnutella in that it searches and lets files flow directly between people, a technique referred to as peer-to-peer using de-centralized methods. ***UPDATE: Sept., 2K1

*** As we prepared our filings, Morpheous was also already deemed illegal, and the music industry began suing. Morpheous is a de-centralized P2P environment, that doesn't even come close to what we offer within our CENTRALIZED environment.

http://news.com.com/Napster+clone+pushes+new%2C+ad-based+service/2100-1023_3-256404.html

- **Cnet Article May 8th, 2001: MP3 being Sued For Copyright Infringement**

In September 2000 Vivendi and four other record companies sued MP3.com over copyright violations. Four of the record labels agreed to a settlement, but Vivendi refused. A federal court judge later ruled against MP3.com and awarded Vivendi damages of up to \$250 million. MP3.com later agreed to pay \$53.4 million in damages to the French entertainment giant.

http://news.com.com/Musicians+sue+MP3.com/2110-1023_3-257241.html

- **Wired, June 01, 2001: Real Progress in Secure Music**

With Napster signed on as a distribution partner, Real Networks became the company most likely to bring music to your PC -- with security--- Their own security. This article outlines the content owner desire to control the content transferred over P2P networks. Our patent applications are developed around this mentality in order to be deemed legal. Not one existing platform existed like the ones we have developed in our patent applications.

<http://www.wired.com/news/mp3/0,1285,44365,00.html?tw=wn20010607>

- **WIRED Article June 1st, 2001: Code-Breakers Go to Court**

The Princeton professor whose team was prevented from publishing how it cracked a purportedly impenetrable music-watermarking code takes the case to court. The case was based on whether codes could be cracked to technologies that disclose content owners water mark on files. With our patent applications, the court protects us against such offenses, as well as allows the actual content owner to select how they desire to

offer their content to our users. Remember, we use centralized servers so they will always remain in control. Consumers, or users of our technology will NOT BE ABLE to insert content into our controlled environment. Thus, all files remain authentic.

<http://www.wired.com/news/mp3/0,1285,44344,00.html?tw=wn20010607>

- **WIRED Article June 08, 2001: Farewell Free Downloads**

Napster's new filtering technology is about to get better. That's good news for the company as it prepares to launch its subscription service this summer -- but bad news for consumers used to getting all the music they wanted. Another great example of how consumers and content delivery are at wits' ends because content owners desire more control over content, and most of all payment. Something consumers are against. These filters, by the way, were put into place after litigation forced Napster to police their P2P platform, track content, track users, and pay for royalties. Which they didn't do. Eventually, Judge Patel shut them down.

<http://www.wired.com/news/mp3/0,1285,44412,00.html?tw=wn20010611>

- **Cnet Article June 09th, 2001: ISPs wary of role in anti-piracy actions**

As Napster's heyday fades into Internet mythology, its influence is being etched in an increasingly tense game of cops and robbers that has Internet service providers caught in the crossfire. ISPs are stuck in an uncomfortable digital dragnet as record companies, Hollywood studios and independent copyright bounty hunters target their subscribers as pirates. Increasingly, service providers are even being asked to cut their subscribers' connections, a last-ditch proposition that these companies ordinarily avoid at all costs. My applications shield all ISP subscribers who are using the invention mentioned in my application. Our unique platform also allows for yet another advantage geared towards protecting ISP's and to get the credit for registering a client for us, and we are able to provide participating ISP's with royalties we receive from the clients or the advertisers, post the content owners being paid. Parity also exists between all partners.

http://news.com.com/ISPs+wary+of+role+in+anti-piracy+actions/2100-1023_3-268075.html

- **Cnet Article June 29th, 2001: Virus watchers seek to mute MP3 hoax**

Virus experts and members of online message boards are decrying a purported MP3 virus as a hoax. A document dated June 27 and posted to several Internet newsgroups warned of an "imbedded hybrid computer code" named Music Panel that has been secretly buried in the MP3 files of 500 popular songs distributed over the past eight months among users of popular music file-trading networks Napster and Gnutella. The warning says that this virus will strike downloaded MP3 music files on July 4. The uniqueness in my applications are the actual trigger permissions as it relates to the centralized servers all acting independently from one another. Nobody, except for content owners may insert certified, authentic content. Thus, we will be a virus free, secure centralized community consisting of components that when act together, create the most unique content distribution platform around.

http://news.com.com/Virus+watchers+seek+to+mute+MP3+hoax/2100-1001_3-269254.html

- **ZDNet Article July 07, 2001: Napster Pauses Music Transfers**

Napster shut down its service for most of the week as the company struggled to fix technical problems related to its efforts to stop unauthorized file swapping on its service. Will the remaining Napster loyalists jump ship in the face of the latest outage? ZDNet News has the full story. This was a phenomenal story as it relates to how our applications and technologies are 100% different than Napster's, Kaaza, and Gnutella. Nobody is doing what we are, and nobody has designed the platforms and intricacies involved with my unique applications.

<http://cgi.zdnet.com/slink?115571:1587697>

- **ZDNet Article July 11th, 2001:**

Article concerning how after rapidly signing up millions of people for its service, Napster has seen its audience melt away just as quickly under a stringent filtering policy and, more recently, a week-old file-trading blackout. Nevertheless, legal experts say that experiments aimed at controlling the distribution of content on Napster's network may have an effect beyond the company. They added that the record industry is closely watching Napster's efforts as a possible template to be applied in future lawsuits against rivals that have risen in its wake. the consumer will simply NOT pay for something they are used to obtaining for free.

<http://www.zdnet.com/zdnn/stories/news/0,4586,5093949,00.html?chkpt=zdnn tp int>

- **CNet Article July 11th, 2001: Napster must stay offline**

A federal judge on Wednesday ordered Napster to remain offline until it can show that it is able to effectively block access to copyrighted works(which were not authentic to boot unlike our applications) on its file-swapping network, according to both parties involved in the suit. The order by U.S. District Judge Marilyn Hall Patel came in a closed-door session, according to an RIAA spokesman. The order was not immediately available, he added. RIAA Chief Executive Hilary Rosen in a statement said that the court ordered Napster not to resume operations until the company could show that it could comply with an earlier court order to ban trades of major-label songs.

<http://two.digital.cnet.com/cgi-bin2/flo?y=eBzH0GwCQ0U0dKw0Ai>

- **Article July 12th, 2002: Pick a Song, Any Song**

The next step in digital music may be developing celestial jukeboxes that consumers can access in their homes, on personal digital assistants and on any other device that connects to the Internet. Brad King reports from the MP3 Summit in San Diego. Our applications cover the only two ways this can be done.

<http://www.wired.com/news/mp3/0,1285,45094,00.html?tw=wn20010712>

- **Cnet Article July 16th, 2001: Microsoft to charge for MP3 ripping**

Consumers looking to rip MP3s using Windows XP's media player will have to pay as much as \$30 extra for the capability. As first reported by CNET News.com, Microsoft has changed its mind on MP3 support for its upcoming Windows XP operating system. The company originally planned to ship Windows XP with low-quality MP3 recording capabilities, leading to charges that the company favored its own Windows Media Audio (WMA) format instead. This was a major flaw to technologies because the end user, no matter what, is subject to a third party fee, which doesn't compensate the P2P host, nor the content owners. My applications eliminate this unlawful burden imposed by paying the content owners direct what they want on the files they desire to make available to our user base through our centralized servers unlike Gnutella, and the old Napster.

<http://two.digital.cnet.com/cgi-bin2/flo?y=eBzi0GwCQ0U0dNo0AC>

- **Wired Article July 20th, 2001: Music was more fun when it was free**

This article support all of the processes and platforms and centralized servers referenced to in my patent applications which are needed to make music free as possible, if not 100% free and LEGAL.

<http://wired.com/news/mp3/0,1285,44858,00.html>

- **Cnet Article July 17th, 2001: Net music's Groundhog Day**

Big record labels and other music powerhouses are finally beginning to thaw to new kinds of Internet music services, but those emerging so far may be a big disappointment--to both consumers and the companies offering them. On Monday, start-up FullAudio announced it won rights to the EMI Recorded Music catalog--not long after winning associated rights from EMI Music Publishing. The deal marks the furthest any

independent company has come in navigating the tortuous set of rights needed to create a download subscription service. Getting those sets of rights is critical for launching any kind of legal music- subscription plan. Another article describing other forms of distribution methods to which consumers are not accustomed to. Our platform provides what they want, a legal Napster, or a legal Gnutella.

<http://two.digital.cnet.com/cgi-bin2/flo?y=eBzt0GwCQ0U0dP20AO>

- **Cnet Article, July 18th, 2001: MusicMatch Settles With RIAA**

<http://news.cnet.com/news/0-1005-200-6571222.html?tag=rftdnws>

- **Cnet Article July 28th, 2001: Net Music Faces Patent Squeeze**

<http://news.cnet.com/news/0-1005-200-6696839.html?tag=dd.ne.dtx.nl-sty.0>

- **Cnet Article August 1st, 2001: The Napster Diaspora; File Sharing Smack Down**

Everyone's talking about the ironic way that the RIAA's chokehold on Napster has sparked a renaissance of file-sharing alternatives. To find out which one is the current champ, we put them through their paces using 18 different band names, to find out once and for all which one works the best right now.

http://reviews.cnet.com/4520-6450_7-5020463.html

- **Cnet Article August 1st, 2001: Use Gnutella to search Napster**

This newest Napster alternative offers an astounding array of tools for finding MP3s, movies, books, and other content on fellow users' hard drives. Find out how to get the most from this program in this handy tutorial, where you can download the new 1.0 version. An alarming example of how third parties can gain access to Gnutella's networks that are de-centralized, again which is one of the main reasons for the piracy and billions of dollars the music industry alone are out. My application is totally different from Gnutella, Napster, you name it. Everything we do is entirely different.

<http://two.digital.cnet.com/cgi-bin2/flo?y=hB4G0Be5Jy0X30di70AA>

- **Cnet Article August 6th, 2001: Peer To Peer Exchanges Court Advertisements**

Great article illustrating where P2P firms are using the usual banner technologies. What these P2P firms are doing is not even close, nor as thorough as our applications and platforms are. We re-wrote advertisement delivery as a whole not only for our specific platform and components mentioned in the patent applications.

<http://news.cnet.com/news/0-1005-200-6759036.html?tag=dd.ne.dtx.nl-sty.0>

- **USAToday Article August 21st, 2001: MP3.com sued for 'viral' copyright infringements**

More than 50 music publishers and songwriters Wednesday said they filed a copyright infringement suit against Web music firm MP3.com. The lawsuit was filed last week in the U.S. District Court for the Southern District of New York against MP3.com. MP3.com officials were not available for comment on the latest lawsuit against the online music service, which had been forced to pay out more than \$160 million to major labels and publishers to resolve a different copyright suit. That landmark suit stemmed from a database of more than 80,000 albums that MP3.com created as part of an "online music locker" that allowed users to store music digitally and later access it via any computer connected to the Internet. While MP3.com has the same name as the popular format, the company had no patents or involvement in the creation of MP3, which has become wildly popular among Internet users for swapping and downloading songs. The format is

loathed by the music industry because it enables fans to download songs without paying royalties on copyrights, which was also at the center of a suit filed against Napster. The suit alleges that once converted to the format, MP3.com then loaded the songs onto its servers and is liable for contributory infringement by creating "on demand" access to the infringed works by subscribers; and vicarious infringement for "viral distribution" of the infringed works downloaded by subscribers and then passed on to others. POINT TO NOTE: The technologies in Gnutella, Napster and P3.com all provided for each users server to act as an originating server in which file were not authenticated (content owner approved and certified), many of the titles were remixed and even supplied others using these decentralized P2P systems to make up their own file lists, or inventory lockers. Our applications forbid this behavior with the software client. Only content owners can insert content into the centralized server. Then that content is shared with other users of our software. Each time its used, our application components or inventions, create a completely new platform that creates a huge separation for us from the illegal P2P platforms such as mP3.com, Napster and Gnutella.

<http://www.usatoday.com/tech/news/2001-08-22-mp3com-sued.htm>

- **Cnet Article September 26, 2001: Napster's tab: \$100 million and climbing**
Bertelsmann's quest to keep the controversial Napster alive has cost the media giant more than \$100 million--and it could become even more expensive. Napster's deal with music publishers announced earlier this week will cost the company \$36 million up front--\$26 million to settle the publishers' ongoing lawsuit, and another \$10 million as an advance on future licensing fees. That money, sources close to both companies say, is coming from Bertelsmann's pockets. Add to that the near-\$60 million original loan the media company gave Napster last year, as well as a second loan "in the \$7 million to \$12 million range" extended to the company in midsummer, sources say, and Bertelsmann's outlays well exceed the century mark. Originating and owning an illegal platform, like Napster's, Gnutella's and the rest of the de-centralized, illegal P2P is going to get very costly.

http://news.com.com/2102-1023_3-273573.html?tag=st.util.print

- **BOOK Published Oct, 2001, "Music & Media": An Industry Overview Of Napster Clones Post Napster**

As record companies deliberate over the final format of their own legal online music-swapping services, a number of illegal systems are filling the void left by the demise of Napster. Like any other business, the digital music industry hates voids. But there's currently a gap left by Napster, the once illegal free online music-sharing system due to relaunch as a legal subscription service. That space could soon be filled by potentially dangerous alternatives. Potential heirs include – Gnutella, Morpheous, Audio Galaxy, Bear Share, and Lime Wire. Its my guess these services will also be shut down in the future, but my applications are totally different from these platforms and will pass the grade.

<http://www.law.gwu.edu/facweb/dnunziato/napstersuccessors.htm>

- **Cnet Article Oct 03, 2001: Suit hits popular post-Napster network**
Adding a new challenge to their list of legal attacks, the record industry and Hollywood studios have joined forces to sue Music City, Kazaa and Grokster, which together form one of the most popular file-trading networks to spring up in Napster's wake. These are all firms using Decentralized P2P, all within a un-secure environment. Our applications cover exactly the opposite of what these P2P's stand for. Our unique centralized platform allows for all of the items these failed to make.

http://news.com.com/Suit+hits+popular+post-Napster+network/2100-1023_3-273855.html

- **Wired Article October 5th, 2001: File Trading Sites in Crosshairs**
Article goes into how all these illegal, decentralized P2P platforms keep popping up. And

in this case, three Gnutella clones used to access Gnutella networks are being sued together. The three services are operated independently, but the networks are connected together, according to the claim. So a MusicCity user looking for the latest Britney Spears song would also have access to the files of people logged on to the Grokster service. Cross services such as those mentioned in this article are simply impossible with my inventions. Again, the patent application is so, so unique to its time already.

<http://www.wired.com/news/mp3/0,1285,47296,00.html?tw=wn20011004>

- Cnet Article October 27th, 2001: Music Services Still Face Tough Road ahead
<http://news.cnet.com/news/0-1005-200-7461343.html>